

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

Claims 1-46 (Canceled).

Claim 47 (Previously presented): In an interactive computer-based game having a first set of game rules, a method for facilitating a game player's cheating of the first set of game rules, comprising:

integrating within the game a mechanism providing a second set of rules, wherein the second set of rules allows for the first set of game rules to be cheated, wherein the second set of rules is only accessed through a transaction entailing the exchange of consideration;

providing a dynamic mechanism whereby a game player, during a game playing session, may employ the dynamic mechanism to request access to the second set of rules;

receiving a request for access to the second set of rules; and

executing the transactions resulting from the received requests, thereby enabling the game player to circumvent, or cheat, the first set of game rules, in accordance with the second set of rules, in exchange for said consideration.

Claim 48 (Previously Presented): The method as recited in claim 47, further comprising:

tracking the executed transactions.

Claim 49 (Canceled).

Claim 50 (Previously Presented): The method as recited in claim 48, wherein the step of tracking the executed transactions comprises the steps of:

tallying the number of executed transactions; and
storing the number of executed transactions.

Claim 51 (Canceled)

Claim 52 (Previously Presented): The method as recited in claim 50, further comprising:

associating bill amounts for each instance the second set of rules is accessed, wherein the bill amounts depend on which rule of the second set of rules is being accessed; and
aggregating the bill amounts based on the tallied executed transactions.

Claim 53 (Previously Presented): A computer readable medium having computer readable instructions to instruct a computer to perform the steps of claim 47.

Claim 54 (Canceled)

Claim 55 (Previously Presented): In a game played via a computer having a first set of game rules, a module allowing for the cheating, or circumvention, of the game rules through the execution of a second set of rules such that access to the second set of rules is only accomplished through a transaction wherein consideration is exchanged, comprising:

an integration object, the integration object providing seamless integration between the module and the game such that the second set of rules operate in the game to allow cheating of the first set of rules; and

a transaction object, the transaction object being dynamically operative during game play to identify instances in which to offer a player the opportunity to access a rule from the second set of rules, to thereby obtain an advantage vis-à-vis the first set of game rules, and for transacting instances where the second set of rules are accessed.

Claim 56 (Previously Presented): The module as recited in claim 55, further comprising a communication object, the communication object having at least one instruction to instruct the game to communicate information representative of cheating operations to a cooperating computing environment.

Claim 57 (Previously Presented): The module as recited in claim 56, wherein the communication of the cheating operations information is communicated over a communications network.

Claim 58 (Previously Presented): The module as recited in claim 57, wherein the communication network comprising any of fixed wire and/or wireless LAN, fixed wire and/or wireless WAN, fixed wire and/or wireless intranet, fixed wire and/or wireless extranet, fixed wire and/or wireless peer-to-peer network, and the fixed wire and/or wireless Internet.

Claim 59 (Previously Presented): The module as recited in claim 55, wherein the transaction object keeps a running tally of executed transactions, associates bill amounts to each transaction, and aggregates the bill amounts for all of the transactions.

Claim 60 (Previously Presented): The module as recited in claim 59, further comprising at least one instruction to instruct the game to communicate the aggregated bill amounts to a cooperating computing environment and/or to a display device.

Claim 61 (Previously Presented): The module as recited in claim 59, wherein the bill amounts are aggregated while the game is being played.

Claim 62 (Canceled).

Claim 63 (Previously Presented): In a computer game having a set of rules, a method to allow cheating through a transaction, wherein the transaction entails the exchange of consideration, comprising:

creating a second set of rules that cheat the game set of rules, wherein access to the second set of rules is only realized through the execution of a transaction;

integrating in the computer game the second set of rules, wherein the integrating step entails dynamically monitoring progress of a game playing session and offering one or more of the second set of rules as the game is being played;

receiving requests for access to the second set of rules; and

fulfilling the requests.

Claim 64 (Previously Presented): The method as recited in claim 63, further comprising associating a bill amount for obtaining access to one or more of the second set of rules and tallying and performing an accounting of each instance when one or more of the second set of rules is accessed.

Claim 65 (Previously Presented): The method as recited in claim 64, further comprising communicating the accounting to a cooperating computing environment for storage and display.

Claim 66 (Canceled).

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Claim 67 (Previously Presented): The method as recited in claim 65, further comprising displaying the accounting in real-time as the computer game is being played.

Claim 68 (Previously Presented): A computer-readable medium having computer readable instructions to instruct a computer to perform the steps recited in Claim 63.